

## Ancient Greek Theater Terms Review for September

1. Oral Tradition = The spoken relation and preservation, from one generation to the next, of a people's cultural history and ancestry, often by a storyteller in narrative form.
2. Choreography = The art of creating and arranging dances or ballets.
3. Choral = Relating to, sung by, or designed for a chorus or choir.
4. Chorus (in Ancient Greek Theater) = a company of actors who comment (by dancing & speaking or singing in unison) on the action in a classical Greek play.
5. Masks were made of cork, leather, linen or wood.
6. Wooden platform shoes were worn by the actors.
7. Thespis = was the earliest recorded actor, being a winner of the first theatrical contest held at Athens.
8. Orkheisthai = "to dance" in Greek.
9. Orchestra (in an Ancient Greek Theater) = semi-circular space where the Chorus performed.
10. Skene = a structure facing the audience and forming the background before which performances were given. The scenery.
11. Scenery = Backdrops, hangings, furnishings, and other accessories on a stage that represent the location of a scene.
12. Parados = 1. the choral passage in an ancient Greek drama recited or sung as the chorus enters onto the orchestra. 2. The entrance to the stage or orchestra.
13. Deaths/murders in Greek Tragedies were always performed offstage. Then a character would enter onstage and describe that it happened.

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14. *Be sure this is memorized! And be sure that you know the source (A Passage from Aristophanes' THE FROGS.)*

Come, arise, from sleep awaking,

Come, the fiery torches shaking,

O Iacchus! O Iacchus!

15. Write in your group's passage from *THE FROGS*:

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16. Be sure this is memorized!

I am the very model of a modern Major-General,

I've information vegetable, animal, and mineral,

I know the kings of England, and I quote the fights historical

From Marathon to Waterloo, in order categorical;

17. How does observation help an actor create character?

In developing a character, the actor must first spend time observing how the character's real life subject moves and operates in their world. Where do they go? Who do they interact with? How do they interact?